

moving at least one of the video display device and the reels or reel display into and out of position along the common line of sight depending upon which one is to be determined to display the aspect of the game; and
executing instructions that permit game play on the gaming machine.

19. The method of claim **18**, wherein the game machine further comprises game presentation logic for execution on a processor of the gaming machine, wherein the game presentation logic is configured to present video information on the video display device pertinent to said game play on the gaming machine

20. The method of claim **18**, further comprising a mechanism for moving at least one of the video display device and the reels or reel display into and out of position along the common line of sight.

21. The method of claim **18**, wherein the reels or the reel display comprise a curved surface of a digital display device.

22. The method of claim **18**, wherein the one or more reels or the reel display comprise mechanically rotatable reels.

23. The method of claim **18**, wherein determining that an aspect of a game is to be displayed comprises determining which of two different types of game is to be displayed and wherein moving at least one of the video display device and the reels or reel display into and out of position is determined based on the type of game to be displayed.

24. The method of claim **23**, wherein the reels or reel display are moved into position along the common line of sight when a slot game type is selected.

25. A system comprising one or more gaming machines on a network, wherein at least one of the gaming machines comprises:

an external cabinet defining an interior region of the gaming machine, the external cabinet adapted to house a plurality of gaming machine components within or about the interior region;

a processor configured to execute instructions from memory that permit game play on the gaming machine; one or more reels or a reel display mounted to or within said external cabinet;

a video display device positioned in front of and along a common line of sight with respect to the reels or reel display such that a player, while positioned for playing a game on the gaming machine, can view either the video display device or the reels or reel display along the common line of sight;

game presentation logic for execution on the processor to present video information on the video display device pertinent to said game play on the gaming machine; and a mechanism for moving at least one of the video display device and the reels or reel display into and out of position along the common line of sight.

26. The system of claim **25**, wherein the reels or the reel display comprise a curved surface of a digital display device.

27. The system of claim **25**, wherein the one or more reels or the reel display comprise mechanically rotatable reels.

28. The system of claim **25**, wherein the one or more reels or the reel display comprise a video reel display.

29. The system of claim **28**, wherein the video reel display and the video display device are configured to cooperate in displaying three-dimensional visual output that has an actual three-dimensional depth along the common line of sight.

29. The system of claim **25**, wherein the one or more reels or the reel display comprises a multilayer display.

30. The system of claim **25**, wherein the video display device comprises a non-transparent liquid crystal display.

31. The system of claim **25**, wherein the mechanism for moving comprises a motor drive for moving the video display device into and out of the common line of sight.

32. The system of claim **25**, wherein the mechanism for moving comprises a motor drive for moving the reels or reel display into and out of the common line of sight.

33. The system of claim **25**, wherein the at least one gaming machine further comprises a touch screen proximately located along the common line of sight and positioned to allow a player to select game options by touching regions on the video display device along the common line of sight.

34. A gaming machine comprising:

an external cabinet defining an interior region of the gaming machine, the external cabinet adapted to house a plurality of gaming machine components within or about the interior region;

a processor configured to execute instructions from memory that permit game play on the gaming machine; one or more reels or a reel display mounted to or within said external cabinet;

a video display device positioned in front of and along a common line of sight with respect to the reels or reel display such that a user, while positioned for playing a game on the gaming machine, can view both video display device and the reels or reel display along the common line of sight; and

game presentation logic for execution on the processor to (i) determine which of multiple available game types to present on the video display device, and (ii) present video display data for the game types determined in (i) to be played on the gaming machine.

35. The gaming machine of claim **34**, further comprising instructions for downloading to the gaming machine, code for playing a game and digital video data for output on the digital display device.

36. The gaming machine of claim **34**, wherein the game presentation logic comprises instructions for selecting one of multiple stored games for play on the gaming machine.

37. The gaming machine of claim **34**, wherein the one or more reels or the reel display comprises mechanically rotatable reels.

38. The gaming machine of claim **34**, wherein the one or more reels or the reel display comprises a video reel display.

39. The gaming machine of claim **38**, wherein the video reel display and the video display device are configured to cooperate in displaying three-dimensional visual output that has an actual three-dimensional depth along the common line of sight.

40. The gaming machine of claim **34**, wherein the video display device comprises a liquid crystal display.

41. The gaming machine of claim **34**, wherein the game play comprises playing a slot game.

42. The gaming machine of claim **34**, wherein the reels or the reel display comprises an OLED device for displaying the symbols.

43. The gaming machine of claim **34**, further comprising a projection-type display device configured to cast an image of reel symbols onto the reels or the reel display.

44. The gaming machine of claim **34**, further comprising a touch screen proximately located along the common line of